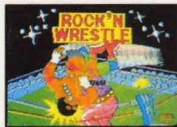


COMMODORE 64 THE ACTION PACK

ROCK & WRESTLE

THE FIRST TRULY THREE DIMENSIONAL
COMBAT SPORTS SIMULATOR,
ALL THE ACTION WITHOUT THE BRUISES.



ROCK & WRESTLE

I, BALL

STRUGGLE THROUGH 16 DEFENCE ZONES
UNDER A CONSTANT BARRAGE OF
OBSTACLES TO RESCUE YOUR
FOUR PALS.



I, BALL

SEABASE DELTA

A MYSTERIOUS MAGNETIC FORCE HAS
DRAWN THE "SEA-LION" SUBMARINE
INTO SEABASE DELTA.
RETRIEVE IT IF YOU CAN.



SEABASE DELTA

THRUST

A BRILLIANTLY GRIPPING ARCADE GAME
REQUIRING PRECISION, DEXTERITY
AND A COOL, CALCULATING MIND.
CAN YOU BEAT IT?



THRUST

CONTAINS 4 GREAT GAMES ON ONE CASSETTE
PRODUCED UNDER LICENCE FROM SILVERBIRD

ANOTHER PRODUCT FROM

MADE IN ENGLAND



-- OTHER TITLES IN THIS SERIES --

THE POWER PACK

THE HIT PACK

THE ADDICTA PACK

1990 PRISM LEISURE GROUP OF COMPANIES

THE ACTION PACK COMMODORE 64

THE ACTION PACK

COMMODORE 64



4 GREAT GAMES
ON ONE TAPE

ROCK & WRESTLE

THE GAME

The first truly three dimensional combat sports simulator, all the combat without the bruises.

LOADING

COMMODORE 64 OWNERS

After connecting your tape unit to your Commodore 64 according to the User Manual, place the rewind cassette into the tape unit. Press SHIFT and RUN/STOP simultaneously on your Commodore 64, and press PLAY on the tape unit.

COMMODORE 128 OWNERS

Switch on your Commodore 128, and type GO 64, and press RETURN. Press Y and RETURN. Now follow the instructions for Commodore 64 owners, given above.

PLAYING THE GAME

Full on screen instructions are given.

I, BALL

THE GAME

The totally evil Terry Ball has captured your Spherical pals - Lower Ball, Edwy Ball, Glow Ball, and No Ball. Armed with only a bubble gun, you must enter Terry Ball's domain and struggle through the sixteen defence zones to rescue your pals. Each zone will offer a constant barrage of obstacles - glowing ones are electrified and will electrocute your ball on contact. Terry Ball has also populated these zones with such nasties as doughnuts, microwave ovens and roulette wheels which are harmless when they first appear but become highly dangerous when they stop flashing. However, do not despair, for as you negotiate these deadly zones, POWER DISCS will be created. Each time you pass a zone, a new disc will be added to your inventory of some 64. Weapons shown as a series of icons on the right hand side of the screen. These are TURBO BOOST, HORIZONTAL LASER, SMART MISSILE, BULLET SPRAY (Front and Rear Bubble Gun), ELECTRO SHIELD, LASER SPRAY (Left and Right Lasers), MOLECULE BOMB (Nullifies Electrical Obstacles), SUPER BRAKES, LASER COOLING UNIT, RAINBOW RIPPLE LASER.

When you start the game, a POWER DISC will instantly appear on the first zone. Press the TURBO BOOST button to increase the speed of the first zone. If you let your bubble gun fire for too long then it will overheat and you will have to wait for it to cool down. Every time you die, you will lose a piece of weaponry. As you progress through the levels, some FAULTY DISCS will start to appear. These discs make movement even harder. Finally, on the twenty seventh POWER DISC you will get the ultimate weapon - PICK IT UP FOR RAINBOW RIPPLE LASER.

LOADING

COMMODORE 64 OWNERS

1. Connect the cassette unit to your Commodore according to the User Manual.
2. Place the rewind cassette into the cassette unit, and press PLAY
3. Press RUN/STOP and SHIFT simultaneously on your Commodore
4. Switch on your Commodore 128, and switch it back on whilst holding down the COMMODORE button.
2. Now follow the instructions for Commodore 64 owners above.

NOTE: Full loading instructions can be found in your Commodore Manual

PLAYING THE GAME

Use the following keys to play the game:

Z Left X Right O Up K Down P Fire
These keys may only be used if you have collected the relevant piece of weaponry.

Space Smart Missile M Molecule Bomb

Alternatively use a Joystick in Port 2

SEABASE DELTA

THE GAME

You, Ed Lines, the famous reporter have sent the "SUBSUNK" message from the stranded submarine "SEA-LION" only to have it intercepted by enemy agents.

The enemy agents use a mysterious magnetic force to draw the sub into "SEABASE DELTA". You must unravel the secrets held in the base then locate the mini-sub and make good your escape.

LOADING

COMMODORE 64 OWNERS

After connecting your tape unit to your Commodore 64 according to the User Manual, place the rewind cassette into the tape unit. Press SHIFT and RUN/STOP simultaneously on your Commodore 64, and press PLAY on the tape unit.

COMMODORE 128 OWNERS

Switch on your Commodore 128, and type GO 64, and press RETURN. Press Y and RETURN. Now follow the instructions for Commodore 64 owners, given above.

PLAYING THE GAME

To move around SEABASE DELTA, and perform any actions, you must enter instructions into the computer in the form of Verb/Noun sentences (you will be informed of any consequences of those actions). For example, if you were at a location with an exit to the North, entering GO NORTH (some instructions can be abbreviated to one letter, i.e. N for North) would take you to the new location.

During this adventure you will discover various objects which may, or may not, help you.

THRUST

THE GAME

The game is about to launch a major offensive against the Intergalactic Empire in preparation for this, the most important mission of the year. But they lack the essential power sources for these formidable craft: Krypton Pods.

You have been commissioned by the resistance to steal these pods from the Empire's storage planets. Each planet is defended by a battery of 'Limpet' guns, which are highly accurate and powerful. However, the 'Limpets' are temporarily disabled, the more shots fired at the nuclear reactor, the more the guns will take to recharge. BUT BEWARE!! If you fire too many shots at the reactor, it will become critical, giving you just ten seconds to clear the planet before it is destroyed. If you have not already retrieved the pod stored at that planet, then you will have failed the mission. If you have retrieved the pod, and you have not yet entered the pod into its critical phase, and leave the planet safely, you will receive a hefty bonus.

Further into the Empire, you will encounter planets with REVERSE GRAVITY and something even more deadly...

LOADING

1. Insert the cassette unit to your Commodore according to the User Manual.
2. Insert the rewind cassette.
3. Press LOAD II and press RETURN on your Commodore.
3. Press PLAY on the cassette unit.

PLAYING THE GAME

A=Rotate ship with the keyboard, using the following keys:
S=Rotate ship anticlockwise
SPACE BAR=Activate tractor beams/external shields
F1=Sound on
F2=Continue after pause
F3=Sound on

T=Turn ship over just above the pod, as you have retrieved the pod, and thrust away from the pod. When the automatic tow bar has lifted to the pod, you can deactivate the tractor beam.

To collect fuel, hover above a fuel cell, and activate the tractor beam.

SCORING

DESTROYING A LIMPET GUN	750 points
DESTROYING A FUEL CELL	150 points
PICKING UP A FUEL CELL	300 points
BONUS FOR MISSION COMPLETION	Varies accordingly
BONUS FOR DESTROYING PLANET	Mission bonus + 2000 points
MISSION FAILURE	No bonus!
A=	For every 10,000...
The game will end if (a) You die and have no spare ships	
	(b) You run out of fuel.

Keyboard only